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NEW MEDIA

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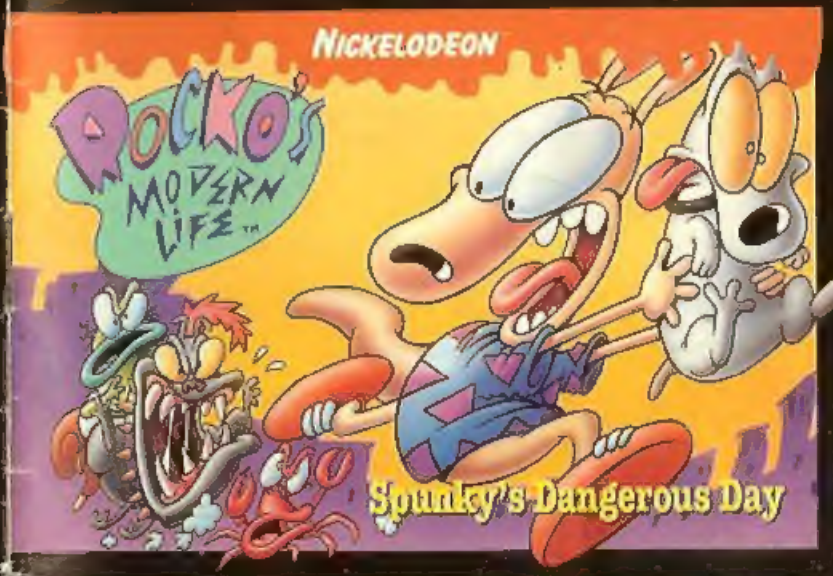

Instruction Manual

VIACOM
NEW MEDIA

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Survival Guide Content: Meda C. Defensor with Evan Baily and Brian Babendarende, Michele Boeding, Donna Friedman, Michele Jablonar, Alisa Kober, David Marsh, Rose Trivisonno, Matt Welton, and Tom Zehner

Survival Guide Layout: Moore & Price Design Group

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NICKELODEON

VIACOM NEW MEDIA

1515 Broadway
New York, New York
10036

(708) 520-4440

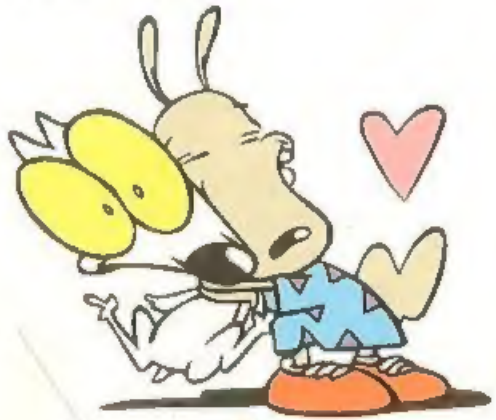
NEW! NEW! NEW!

IT'S A WHOLE NEW KIND OF GAME, MATE!

NEW GAME STORY! Just arriving out from down under (Australia), and moving on his own to O-Town, is Rocko, a wallaby (that's a miniature kangaroo). At Rocko's side is Spunky, his lovable but not so smart dog.

NEW GAME PLAY! You are Rocko, and your job is to protect Spunky and guide him safely past the dangers of each level to his goal. You won't lose health if you get hit by enemies. But Spunky will, so be sure to keep an eye on him. If you don't, both Rocko and Spunky will have to try again.

NEW GAME STRATEGY! Think with your head, not just with your feet. Scan the area ahead and set up a safe path for Spunky to travel, yet stay close enough to him so you can protect him. If Spunky reaches the golden fire hydrants at the end of each level, you win!



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QUICK START

LOADING THE GAME

1. Insert the *Rocko's Modern Life™: Spunky's Dangerous Day™* Game Pak into your Super Nintendo Entertainment System®.
2. Turn on the system.

PLAYING THE DEMO

After you've loaded the game, just wait and the demo will automatically start playing. When you're done viewing the demo, press the Start Button to start the game.

PLAYING THE GAME

1. After you've loaded the game, press the Start Button. The Selection Screen will appear.
2. There are two ways to play *Spunky's Dangerous Day*. Just press the Control Pad up or down to move the bones next to the Playing Mode you want.

   ### EASY MODE:

   Play in Easy Mode if you're just getting started.
   - Pause the game and use the Control Pad to scroll through a level to see what's coming up.
   - Rocko recovers faster from enemy hits than he does in Hard Mode.

   ### HARD MODE:

   Play in Hard Mode once you're a master.
   - Pause the game and spot Rocko and Spunky on the Game Map.
   - Enemies are more powerful.
3. After you choose a Playing Mode, press the Start Button to see the opening game sequence.
4. Press the Start Button again to start the game.

WHAT IN THE BLAZES IS THIS GAME?

Hi! I'm Rocko, and I need your help. I've just moved here to O-Town on my own, and I'm trying to figure out just what it takes to survive in this modern life.

Along with me is Spunky, my dog. Poor Spunky...He hasn't been quite the same since that TV set dropped on his head as a pup. He'll walk until he runs into something and then turn around and walk the other way. He'll eat whatever he finds on the ground. And he hardly ever runs away from danger. But that's okay, because Spunky knows that I'm always trying to keep him out of trouble.

This Survival Guide tells you the important things you need to know to help me keep Spunky safe and sound, because he surely can't do it himself.

Right Spunky? Spunky? Where are you going...? SPUNKY!!!

P.S. Throughout this Guide, look for puzzles that hold secret clues that can help you win the game.

As soon as you see the Nickelodeon bone logo, press the controller buttons.

SURVIVAL STATUS

ROCKO'S SURVIVAL PACK

When Rocko picks up items and doesn't use them right away, they go into his pack. The number below the window tells you how many of each item you have.

SPUNKY'S HEALTH BONE

This bone is Spunky's health bar. When Spunky gets hit by enemies or walks through something that harms him, he loses health, and the bone gets smaller.

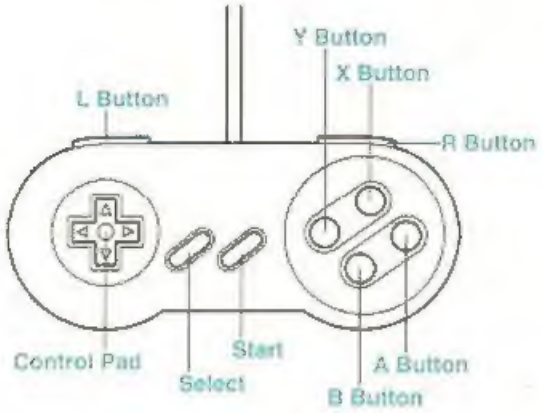
When Spunky's health bone runs out, he loses a life. (Check out what happens to Rocko!) If this happens, Rocko and Spunky are sent back to the last red fire hydrant Spunky passed to try again.

SPUNKY'S LIVES

This shows the number of lives Spunky has. If you're playing in Easy Mode, Spunky has four lives; if you're playing in Hard Mode, he has three lives. If you enter a level by using a password, Spunky has a full set of lives.

SURVIVAL SKILLS

Out here on his own, Rocko's got to be resourceful in order to survive and protect Spunky. He's figured out some cool moves. Use your controller to see what Rocko can do.



CONTROL PAD

Turns Rocko to walk in the direction you press.

L BUTTON AND R BUTTON

Scroll forward and backward, respectively, through Rocko's survival pack items.

START BUTTON

Starts game. Pauses game once you've started, so you can stop and search for Spunky.

SURVIVAL SKILLS. CONT.

A BUTTON

Knocks objects out of the way with several quick kicks.

B BUTTON AND A BUTTON

Jumps and kicks.

CONTROL PAD (DOWN), THEN A BUTTON

Swats low-lying objects with a swift tail sweep.

B BUTTON

Leaps over objects with a wallaby hop. The longer you hold the button, the higher Rocko jumps.

CONTROL PAD (DOWN), THEN B BUTTON

Jumps up or down through platforms. The longer you hold the button, the higher Rocko jumps.

SURVIVAL SKILLS, CONT.

A BUTTON

Picks up Spunky to get him out of trouble. Or use with Control Pad to turn Spunky around.

CONTROL PAD (UP), THEN A BUTTON

Drops the object currently displayed in Rocko's survival pack.

Y BUTTON

Hits objects with a swift jab.

CONTROL PAD (DOWN) + Y BUTTON

Hits low-lying objects with a low jab.

B BUTTON AND Y BUTTON

Jumps and punches.

STRATEGIES FOR WALLABY WANNA-BE'S

As Rocko, you must keep Spunky safe from all the enemies and dangers he faces in each level. Here are some things to remember:

1. Stay close to Spunky so you can keep an eye on him.
2. Scout far enough ahead to see what dangers are coming up.
3. Whenever you can, take care of dangers before Spunky gets to them.
4. Solving puzzles is a big part of this game. Look carefully at the objects on the screen. Experiment with them: punch them, kick them, jump on them, tail-sweep them. Eventually, you'll figure out a solution to even the toughest problems.

SURVIVAL SUPPLIES

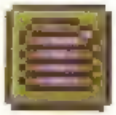
Protecting Spunky is a tough job. Luckily there are lots of objects along the way to help Rocko. But be careful: Some might be dangerous, and Spunky will eat almost anything!

ROCKO'S STUFF

These objects give Rocko special abilities for short periods of time.

LIGHTNING

Gives Rocko an extra charge of running speed.



SPRING

Makes Rocko jump higher.

ROCKO'S SHIELD

Protects Rocko against attacks for a short time.

SURVIVAL SUPPLIES. CONT.

SPUNKY'S STUFF

When Spunky runs into these objects, he'll eat them. But if Rocko gets to them first, he can save them and give them to Spunky at a time when they'll be especially helpful.

BONES

Crrruunch! While Spunky pauses to take a bite, Rocko can take a quick look at the area.

CHILI PEPPERS

Yowl When Spunky chomps on these hot little peppers, he takes off at a fiery pace!

SCUMOUT

Eeeyucckk! This green growth does not sit well in Spunky's stomach. Spunky moves slowly until he feels better.

HEARTS

Restores Spunky's full health bone.

SURVIVAL SUPPLIES, CONT.

1-UP

Gives Spunky an extra life.

BALLOON

Inflates Spunky like a balloon. Rocko can float him up out of danger or punch him out of harm's way. Spunky will fall when something touches him or he runs out of air.

SPUNKY'S SHIELD

Supplies Spunky with more protection and enables him to take more hits with less injury until he reaches a golden fire hydrant.

STAR

Protects Spunky from attacks for a short time.

GAME LEVELS

You'll find four dangerous areas Rocko will have to guide Spunky through in O-Town. Each area is made up of four sub-levels. Finish a sub-level by leading Spunky to the golden fire hydrant.

LEVEL ONE: SAND IN YOUR NAVEL

LOCATION: ROCK-O-WAVE BEACH

A favorite watering hole frequented by sand-and-surf-lovers, this beach is located on the edge of O-Town.

Fun in the sun! Rocko and Heffer are playing Frisbee® with Spunky. Unfortunately, Rocko's last toss lands the Frisbee in a dangerous area of the beach.

This area is full of a variety of shore-loving creatures that get in Rocko's way. Help guide Spunky to each of the four golden fire hydrants. Find that Frisbee!

LOCAL CONDITIONS (USEFUL OBJECTS)

BEACH CHAIRS

Leap onto beach chairs and other springboard-type objects to launch Spunky onto higher ground.

GEYSERS

Step on one spout as Spunky stands on another to lift him up.

SAND PILES

Jump onto heaps of sand or other mounds to plug potentially hazardous holes.

PLATFORMS AND PULLEYS

Step on platforms to get to different places. Some platforms go up; others go down. Some platforms work with pulleys so you can move Spunky higher or lower. Still won't budge? Try jumping.

UMBRELLAS

Punch or kick these striped sunshades when Spunky is under them to flip them over, out of Spunky's way.

LEVEL TWO: TRASH-O-MADNESS

LOCATION: JUNK-O-RAMA

It's the treasure of trash, the pack rat's playground...a regular dump. Today, the truck makes its rounds to gather more rubbish.

Rocko is gathering his garbage for this week's haul, including his drag-a-rag mop. Little does he know that Spunky's in love with the mop. Uh oh! Now Spunky's off to rescue his heartthrob.

Help guide Spunky through the dangers of the junk yard to each of the four golden fire hydrants. Save Spunky's mop!

LOCAL CONDITIONS (USEFUL OBJECTS)

BLOCKS

Punch, kick, or tail-sweep these small square blocks to clear Spunky's path.

BUTTONS

Jump on ground buttons to switch off shocking poles. Punch buttons to move portable platforms!

CONTROL BOXES

Punch these power boxes to shut down deadly devices (like trash compactors).

GROUND PLATFORMS

Tail-sweep ground platforms to shift them over dangerous spots.

LEVERS

Levers operate different pieces of machinery. Kick or punch these levers to change the direction of conveyor belts or to stop up steam pipes!

If you're playing in Easy Mode, pause the game and scroll forward to find the golden fire hydrant. Then work backwards to figure out where Spunky needs to go.

LEVEL THREE: ICE SCREAM

LOCATION: SD BIGHEAD'S HOUSE AND O-TOWN

Summertime...and the sun's hot as blazes! The fans are blowing, flies are dropping, and you could flip a pancake off a fender. The whole neighborhood's trying to beat the heat.

Rocko and Spunky are doing their best to keep cool. One BRRRRINNG!!! from the ice cream truck lures Spunky out of the yard and sends Rocko in hot pursuit of his panting pooch.

Splash through pools, tumble out of tree houses, or scramble across clotheslines. Help guide Spunky through the dangers of the backyards to each of the four golden fire hydrants. Track down that ice cream truck!

Step on these floaters to move to the other side of the water.

Stand on the hose to build enough water pressure to lift Spunky.

Tail-sweep pipes to shift them over frayed rope

LEVEL FOUR: UNBALANCED LOAD

Here at the local laundromat, sweaters shrink, whites turn pink, and socks fall into Laundryland

Rocko and Spunky are hauling their hampers down to the Scrub n' Fluff. As Rocko sorts loads of clothes, Spunky's red rubber tubby toy bounces into the dryer and Spunky crawls in after it.

Laundryland is a whole new world filled with stacks of clothes and vats of soap bubbles. Help Rocko guide Spunky through the dangers of Laundryland to each of the four golden fire hydrants. Rescue Spunky's tubby toy!

Push any available lever to shift the belts into reverse

Punch these blowers to turn them off.

Stop the heat with a good punch

SURVIVAL CONDITIONS

PINPOINTING YOUR LOCATION

If you've been busy scouting the area and can't see Spunky, pause the game to take a quick look around to find him There are two ways to figure out where you are and where Spunky is, depending upon your Playing Mode.

If you're in EASY Mode.

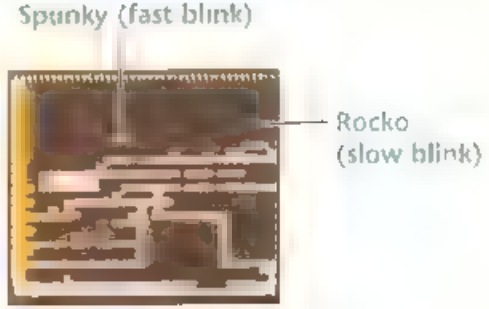
- Press the Start Button to pause the game
- Use the Control Pad to scroll around and get a good look at your surroundings.
- When you've spotted Spunky and want to continue the game, press the Start Button.

If you're in HARD Mode:

- Press the Start Button to pause the game and display the Game Map.
- On the Game Map, look for the slow blinking dot (Rocko) and the fast blinking dot (Spunky)
- When you want to continue the game, press the Start Button.

SURVIVAL CONDITIONS. CONT.

GAME MAP



IDENTIFYING LANDMARKS

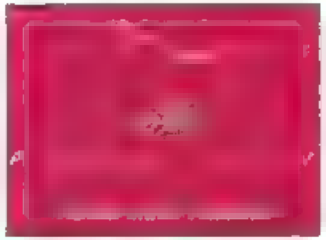
Every once in a while, you will run across a red fire hydrant. These red fire hydrants mark Spunky's progress throughout a sub-level. If Spunky loses all of his health before he reaches the next hydrant, both Spunky and Rocko will return to the last red fire hydrant Spunky passed

A golden fire hydrant marks the end of a completed sub-level When Spunky reaches the fourth golden fire hydrant of a level, he will daydream about the object he's been looking for and go to the next level

If Spunky gets stuck, you don't have to free him right away The extra time will give you a chance to explore ahead But don't leave Spunky in the dust! He'll lose health for every second he's in there!

USING PASSWORDS

After you complete a level, you'll get a password. If you start a new game, you may use the password to skip on to the next level.



To enter a password:

- At the Password Screen, several blanks indicate the number of letters in the password. A cursor sparkles over the blank ready to be filled in.
  - To move the cursor forward, use the R Button or make Rocko punch the Right Arrow.
  - To move the cursor backward, use the L Button or make Rocko punch the Left Arrow.
- Rocko stands over the letter of the alphabet that is currently selected.
- Use the Control Pad to move through the alphabet until Spunky is standing over the first letter of the password.
- Make Rocko jump on the letter. The letter will replace the blank.

- Repeat Steps 1 through 4 for the remaining letters of the password.
- When you've completely spelled the password, make Rocko jump on "END" located at the end of the alphabet line. If the password is correct, you'll go to the next level.
- If the password is incorrect or you don't have a password to enter, just press the Start Button to restart the game.

PASSWORDS

Use this chart to jot down the passwords for each level.

	Easy Mode Passwords	Hard Mode Passwords
Level 2	COMICS	
Level 3	MELBA	
Level 4	TIPPU	

Level Passwords

After you complete a level, you'll get a password. If you start a new game, you may use the password to skip on to the next level.

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Passwords

Use this chart to jot down the passwords for each level.

	Easy Mode Passwords	Hard Mode Passwords
Level 2	COMICS	
[illegible]	MEL3A	
Level 4	TIPTU	

FIELD GUIDE TO LOCAL WILDLIFE

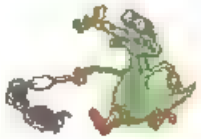
Here are other creatures you may encounter:

ONE-EYED PEGLEG

Pegleg is a very cranky bird for sure!

MILE GIRAFFES

These long necks may be lurking behind any fence!



GATOR

This alligator and his stinky pal are better left alone

CRABS

These usually appear in pairs. Jump on one of these crusty characters to close the claw of the other!

SGT. ED BLAST

Ed is always blowing his top. Better give him space to vent some steam.

FIELD GUIDE TO LOCAL WILDLIFE, CONT.

FOUR EYES

Shooting clothespins is this sock's specialty.

LIFESAVERS

Watch out for those life preservers!

MR. MOWER

When lawn mowers run amok, Spunky's in trouble.

BEV BUG

Watch out when Bev gets out her fly swatter

FIDO THE DOG

This mutt is always hounding Rocko!

FIELD GUIDE TO LOCAL WILDLIFE. CONT.

PICNIC RAT

This rodent and his tractor are inseparable.

WACKO WASHING MACHINE

Better watch out when washing machines go wild!

SLIPPY THE SLUG

This slug gets a blast out of lobbing cartoon bombs.

BOMBER CRITIC

This bomb-dribbling sock doesn't believe in fair play.

LOG BOOK

Use this log book to keep track of what you discover during your travels with Spunky.

SAMPLE LOG ENTRY

Date *Today* Time *Just before dinner*

Level *Rock-O-Whey Beach*

Landmark *Red Fire Hydrant*

Tough Spots Met This Time *Umbrellas and pulleys*

Ideas to Try for Next Time *I'll try to jump on more platforms, pay more attention to crabs, and scout the area first.*

Date _____ Time _____

Level _____

Landmark _____

Tough Spots Met This Time _____

Ideas to Try for Next Time _____

Date _____ Time _____

Level _____

Landmark _____

Tough Spots Met This Time _____

Ideas to Try for Next Time _____

LOG BOOK. CONT.

Date _____ Time _____
Level _____
Landmark _____
Tough Spots Met This Time _____
Ideas to Try for Next Time _____
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Date _____ Time _____
Level _____
Landmark _____
Tough Spots Met This Time _____
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LOG BOOK. CONT.

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Date _____ Time _____
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Landmark _____
Tough Spots Met This Time _____
Ideas to Try for Next Time _____
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BACKWARDS TALK!

Hold this book up to the mirror to read clues that are written backwards on pages 6, 18, 20 and 23.

comics